

displaying the messages generated at the second gaming location in a manner visible at the first gaming location; and

displaying messages generated at the first gaming location in a manner visible at the second gaming location.

41. In a gaming system comprising a first gaming location and a second gaming location, a method of enabling communication between the first and second gaming locations comprising:

generating messages at the first gaming location and displaying messages from the second gaming location at the first gaming location interactively;

generating messages at the second gaming location and displaying messages from the first gaming location at the second gaming location interactively; and

transmitting the messages between the first and second gaming locations.

42. The method of claim 41 wherein a message generated at the second gaming location comprises a

reply to a message generated at the first gaming location.

43. The method of claim 41 wherein a message generated at the first gaming location comprises a reply to a message generated at the second gaming location.

44. The method of claim 41 wherein the first gaming location comprises a touch screen display and wherein said generating messages at the first gaming location comprises touching the display.

45. The method of claim 41 wherein the second gaming location comprises a touch screen display and wherein said generating messages at the second gaming location comprises touching the display.

46. The method of claim 41 wherein the first gaming location comprises a keypad and wherein said generating messages at the first gaming location comprises entering data from the keypad.

47. The method of claim 41 wherein said generating messages at the first gaming location comprises:

generating an image of an alphabetic input; and

generating messages at the first gaming location at least in part in response to touching of the image.

48. The method of claim 41 wherein said generating messages at the second gaming location comprises:

generating an image of an alphabetic input; and  
generating messages at the second gaming location at least in part in response to touching of the image.

49. In a gaming system comprising a gaming machine including a game display, apparatus for displaying graphics images unrelated to the operation of the gaming machine comprising:

a memory for storing image data;  
a graphics display arranged to display graphics images; and  
a graphics display controller arranged to generate the graphics images on the display in response to the image data.

50. The system of claim 49 wherein the display comprises a liquid crystal display.